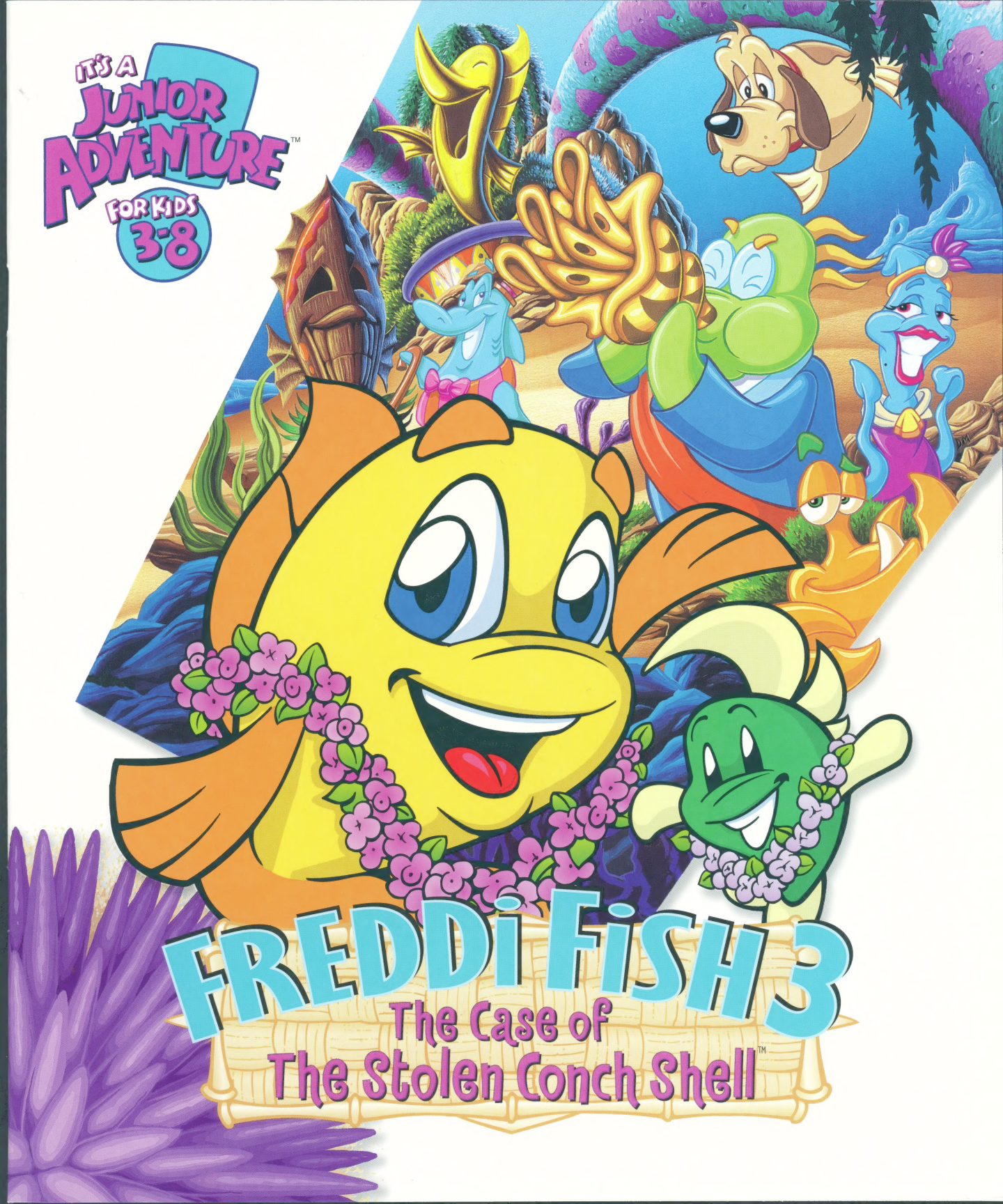
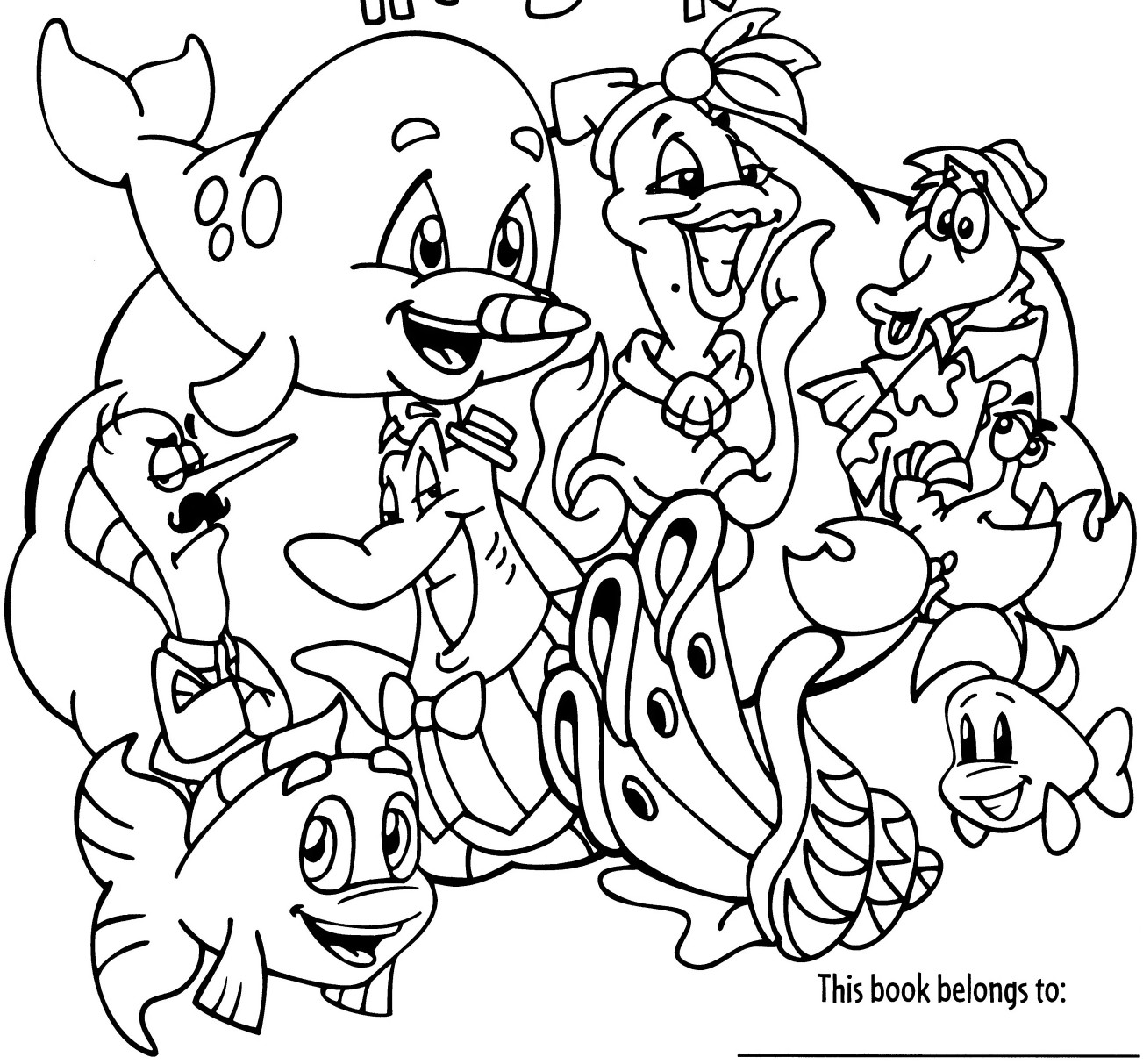

IT'S A
JUNIOR ADVENTURE™
FOR KIDS 3-8
FREDDI FISH 3
The Case of
The Stolen Conch Shell™

Junior Adventurer's Handbook™



This book belongs to:

_____

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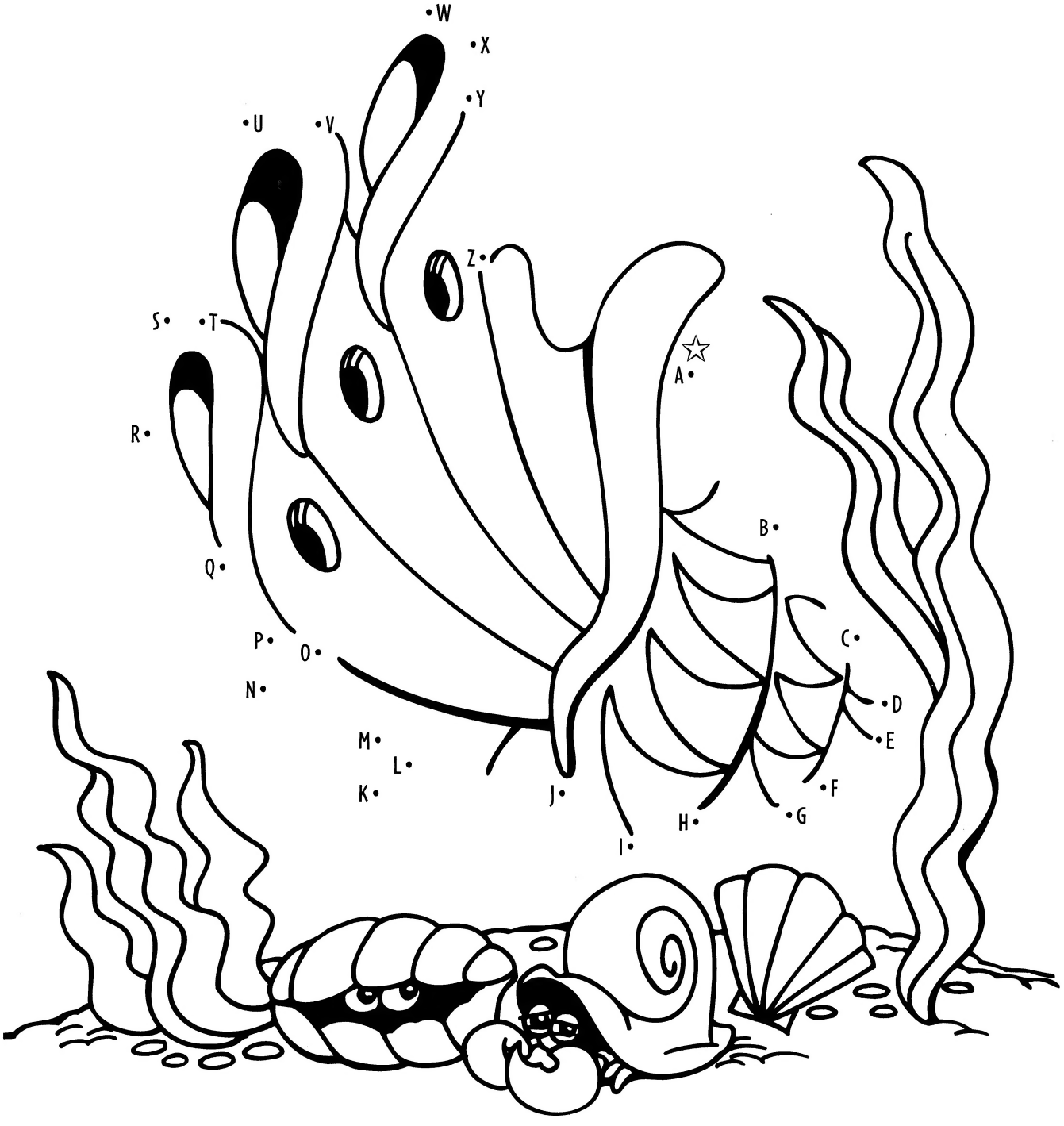
UH-OH! THE GREAT CONCH SHELL IS MISSING!

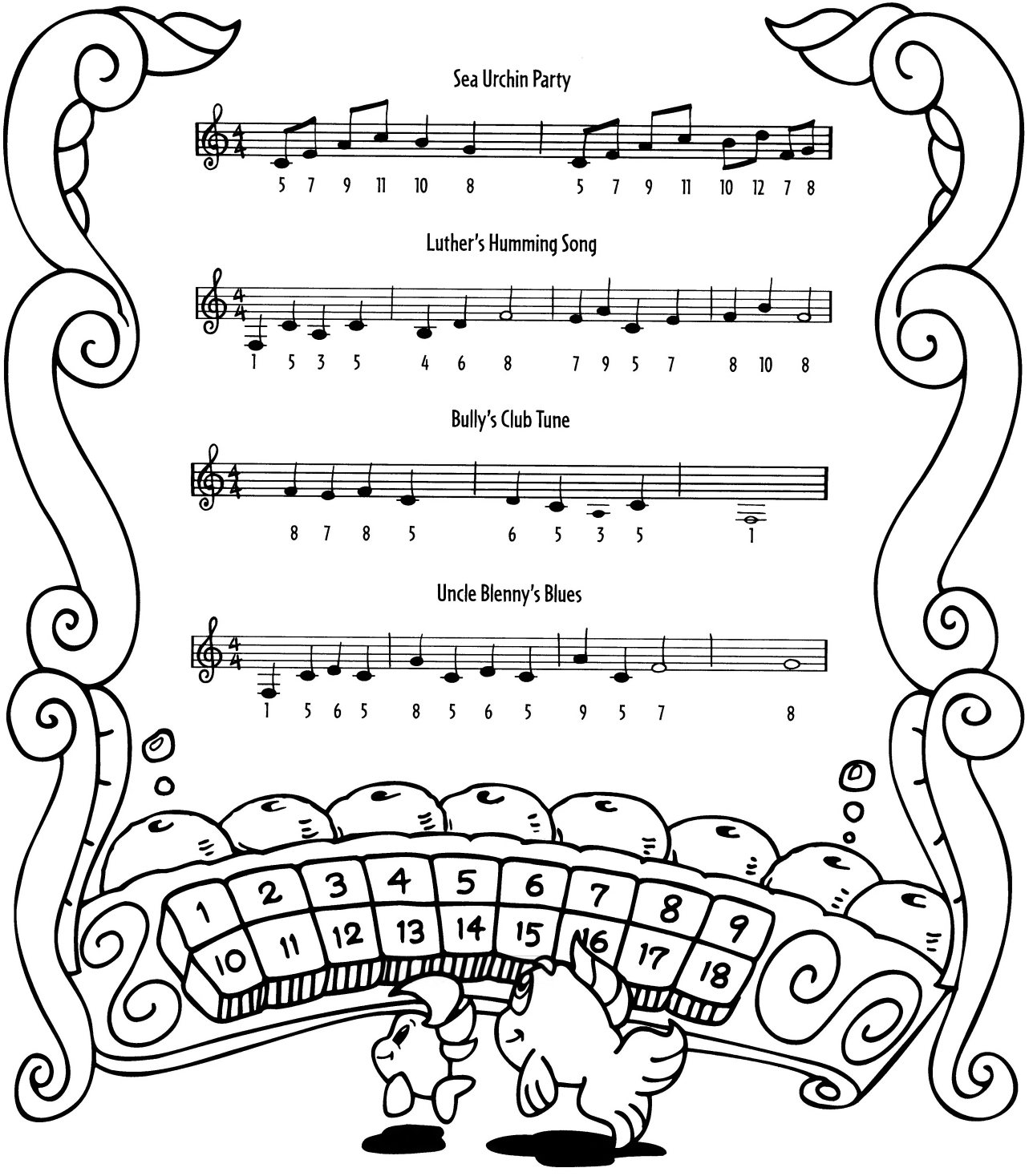
Connect the letters to bring it back.



ROUND-UP THE SUSPECTS!

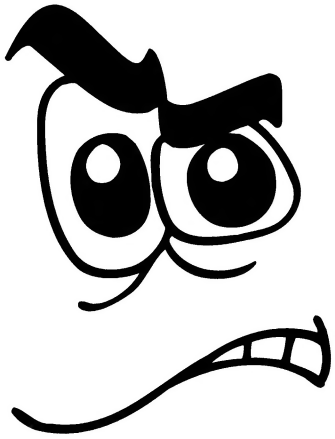
CARNIVAL ORGAN

Play these tunes on the Carnival Organ!



CREATE A CROOK

Complete the drawing to create a crook!



5 4 3 2 1

5 4 3 2 1

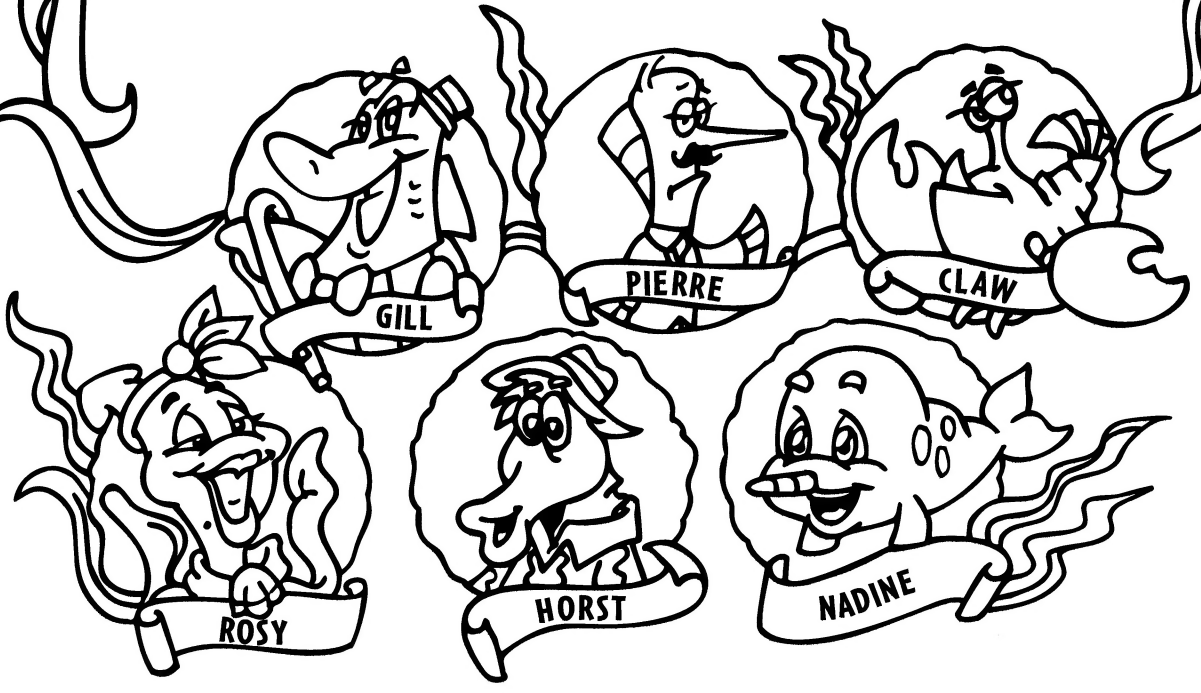
The crook's name is:

_ _ _ _ _ _ _ _

CATCH THE CULPRIT

Find the names of all the suspects.

C L R E L A N S P J H
A O H C H A T U G M O
T R O S Y D C G D D O
D C R L P N C A R G C
B A S G I L L R E O A
K N T O E N A D I N E
J D R B R F W N S I D
R Y O D R A P V L E S
A Y U A E F I R I N L
L Q M R N I R O N N W



WHAT DID HE SAY?

Decode Horst Fedder's message.
Use the secret code book below.

DSZG ZIV Z GLFIRHG'H
UZELIRGV DLIWH?
"SLD NFXS RH RG?"
Phrase Code Book
A B C D E F
Z Y X W V U
G H I J K L
T S R Q P O
M N O P Q R
N M L K J I
S T U V W X
H G F E D C
Y Z
B A
ANSWER:
WHAT ARE A TOURIST'S FAVORITE WORDS?
"HOW MUCH IS IT?"

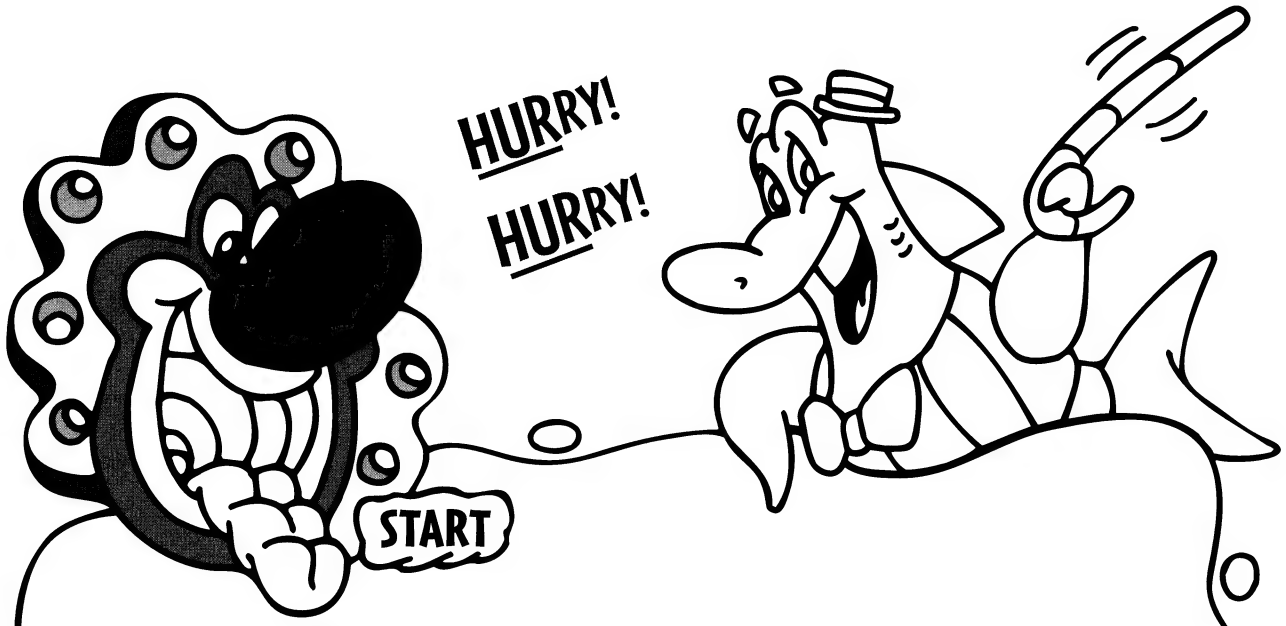
THE UNUSUAL SUSPECTS

Match the suspect to the shadow.
(Who is the mystery shadow?)

Mystery shadow = _____

ANSWER: PIERRE

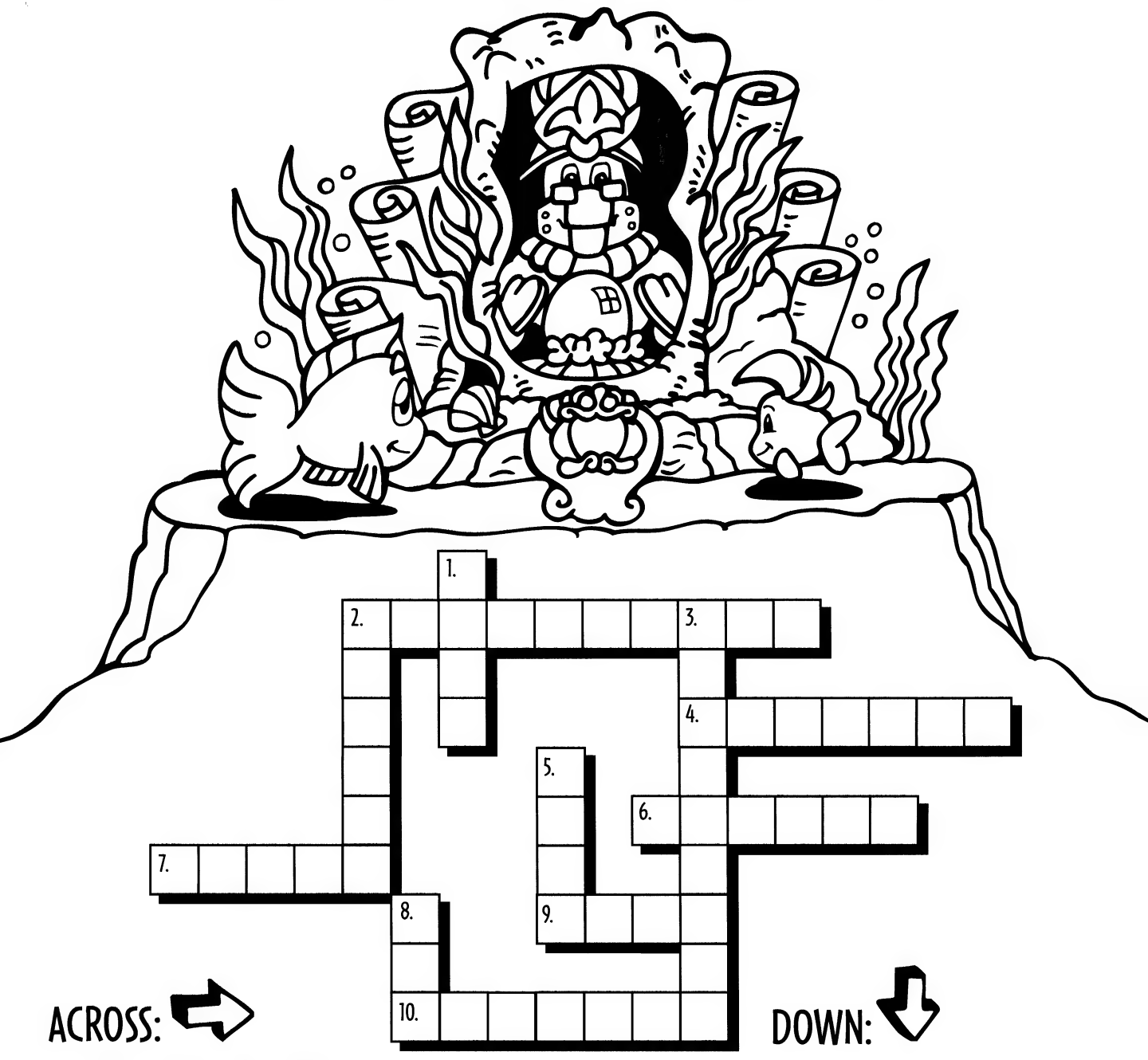
GILL BARKER'S FUN HOUSE ALPHABET MAZE



A I R E L G N S P J C A X B
B C J C F A H U G M L N U L
T O D E P D C I D D O M W K
S Q A L E N D J R G C P V I
B A E E I A J R K L A L Y R
K N B O W N V T S S M
S R R B H W A U O N
L T Q D A R X P
V U T T S F Q Y
V V U R N A V
W B O V X F
S X G M P L
E Y D U K O
N E Z V

DESIGN FISH FASHIONS WITH

GRANDMA GROUPER'S FUNHOUSE



ACROSS:

2. Freddi Fish and Luther have a lifelong _____.
4. _____ means no flaws.
6. He who has friends has _____ indeed!
7. If you find a four leaf clover you are _____.
9. Wilbert says, "Mommy, I _____ you!"
10. Magenta's favorite food is _____.

DOWN:

1. Grandma Grouper has had a long _____.
2. Your relatives make up your _____.
3. The opposite of sadness is _____.
5. If you are not sick you are _____.
8. When you have a _____ you go to work.

ANCIENT TEMPLE

Help Freddi Fish find the

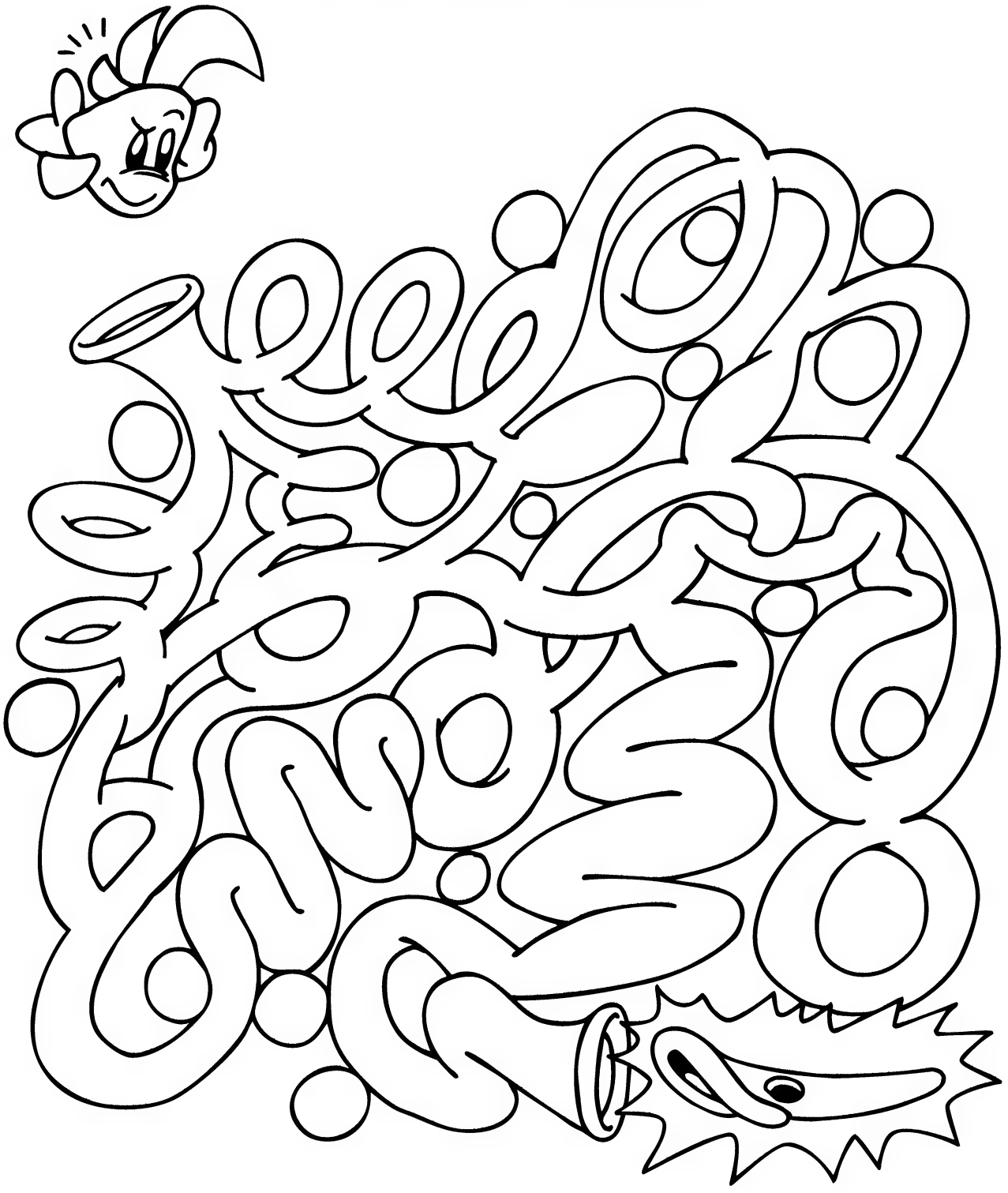
E MYSTERY

hidden objects!

cane, broom, scissors, hat with feather, clock, mug, pencil, fish

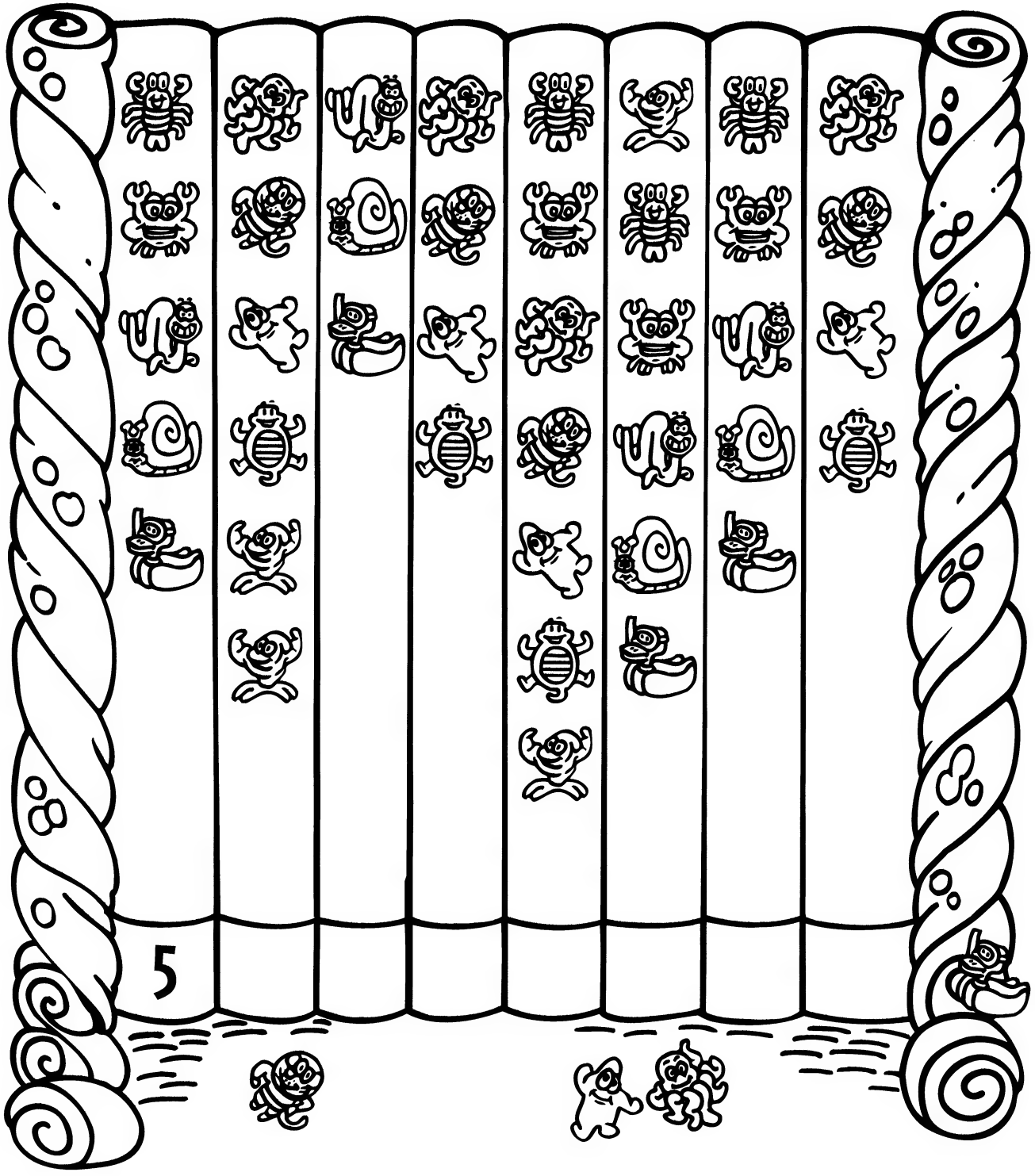
TRAVELING THE TERRIFIC TUMBLE TUBES

Show Luther the way to the golden pipe.



COUNTING CRITTERS

Count the creatures and write the number in the space below.



MATH WITH MAGENTA

Solve a bunch of problems.

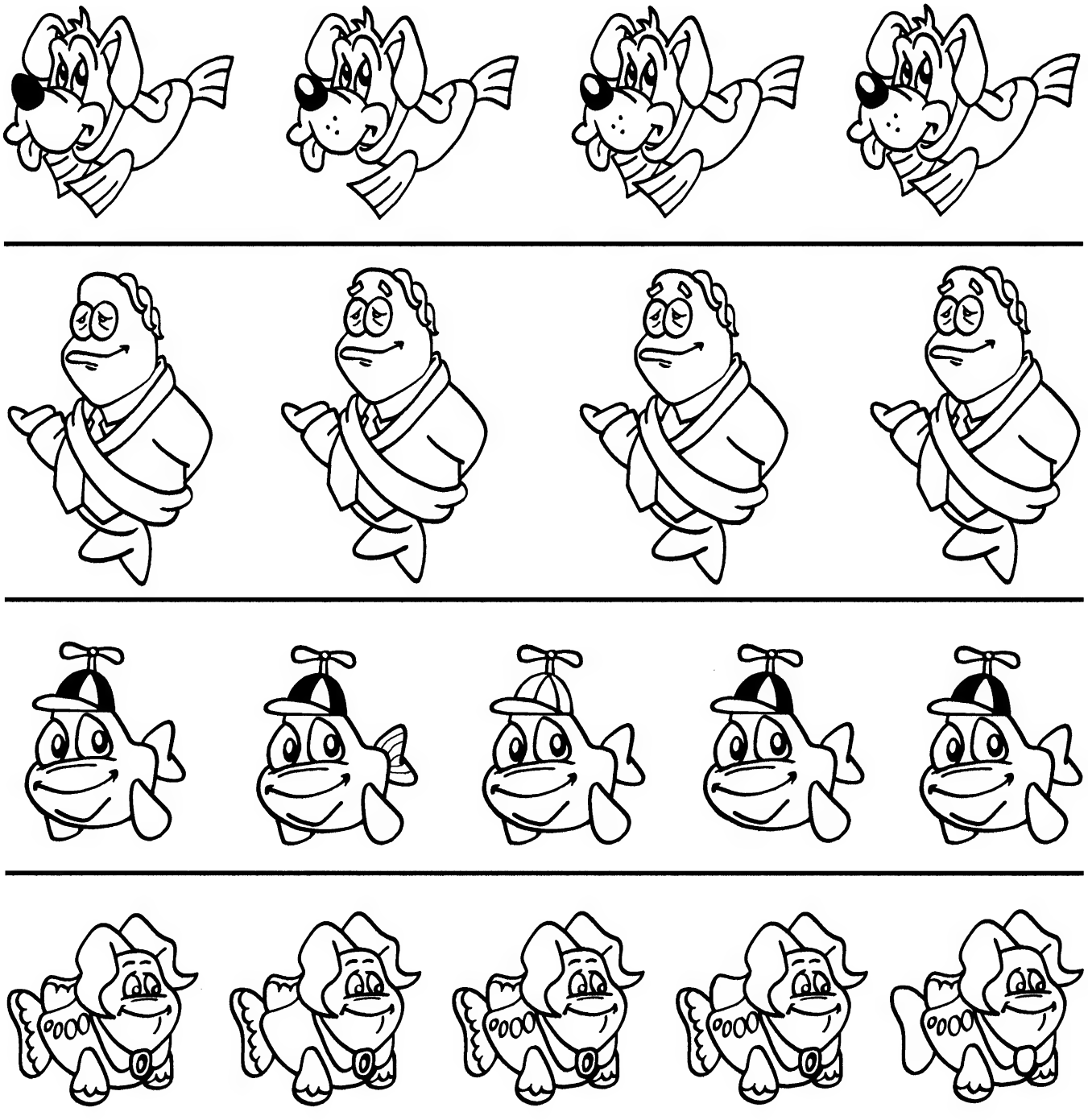
COZY COVE

Spot the differences.

grapes, crab, missing coconut, seagull missing, bird on rock missing, flowers are gone, clouds are gone, Magenta's banana is missing, two palm trees appeared, rock changed to a face, water rings around Freddi fish and Luther are missing.

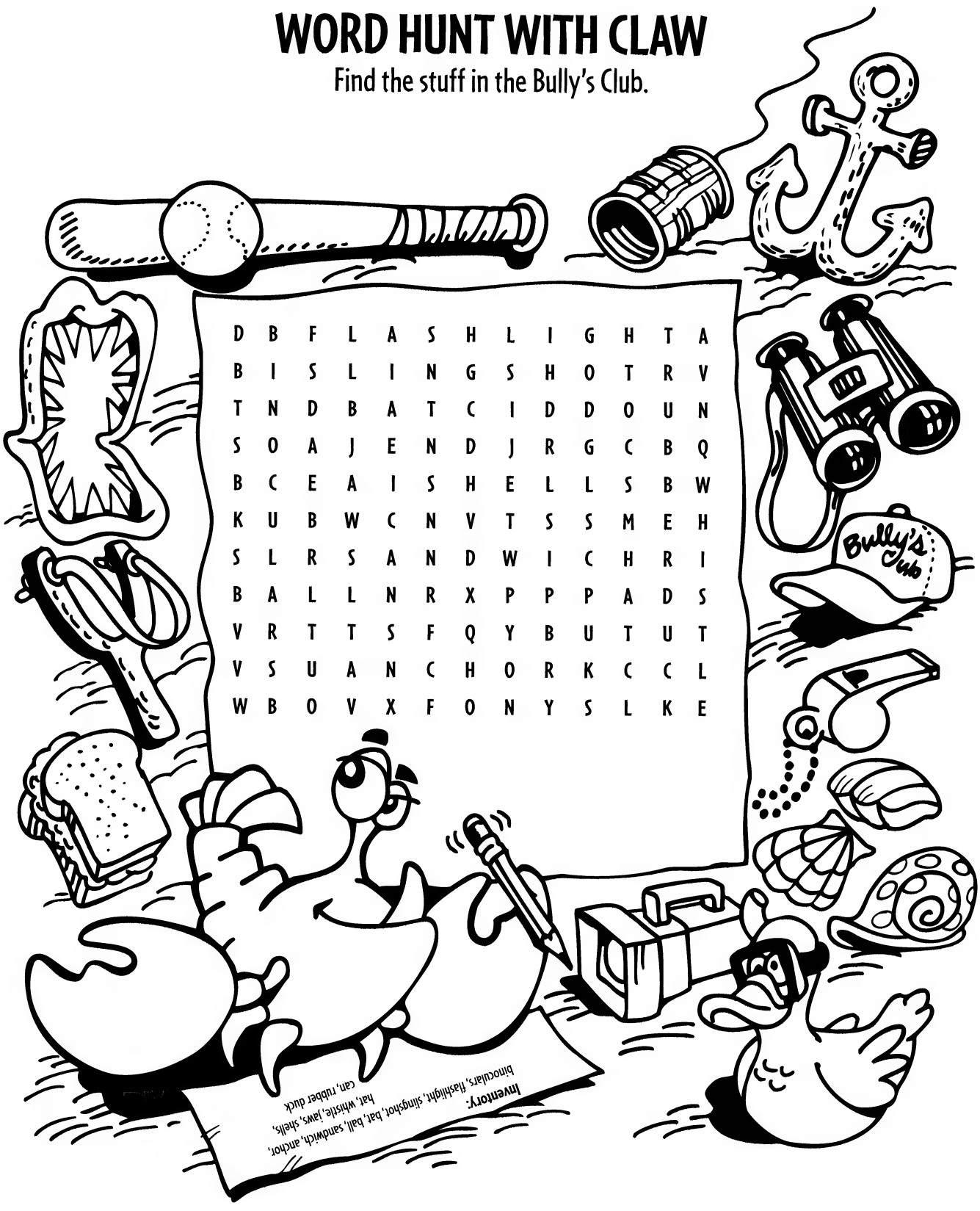
TWINS

Find the identical twins.



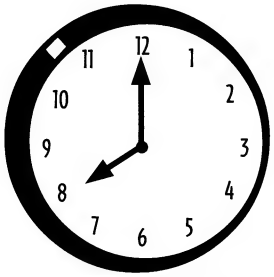
WORD HUNT WITH CLAW

Find the stuff in the Bully's Club.

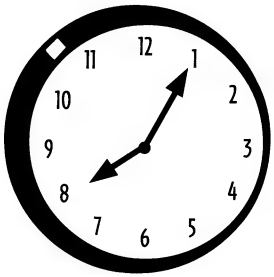

D B F L A S H L I G H T A
B I S L I N G S H O T R V
T N D B A T C I D D O U N
S O A J E N D J R G C B Q
B C E A I S H E L L S B W
K U B W C N V T S S M E H
S L R S A N D W I C H R I
B A L L N R X P P P A D S
V R T T S F Q Y B U T U T
V S U A N C H O R K C C L
W B O V X F O N Y S L K E
Bully's Club
Inventory:
binoculars, flashlight, slingshot, bat, ball, sandwich, anchor, hat, whistle, jaws, shells, can, rubber duck

A DAY WITH NADINE THE NARWHAL

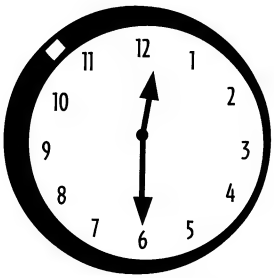
Can you help Nadine with her time schedule?



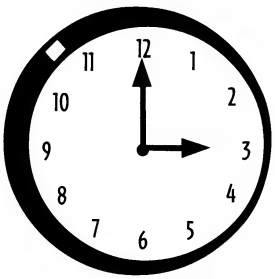
Nadine is dressed and ready for school at _____.



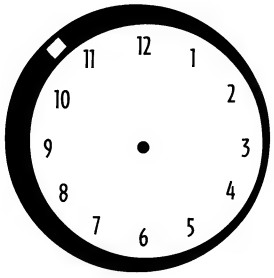
Nadine always brushes her teeth at _____.



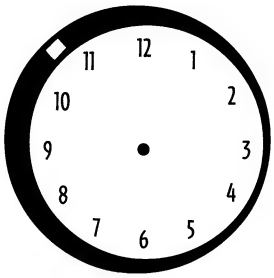
Lunch time and playground time is at _____.



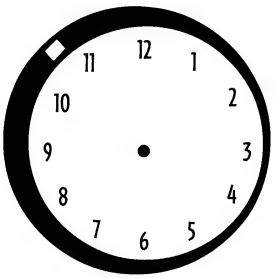
Nadine's mother expects her home at _____.



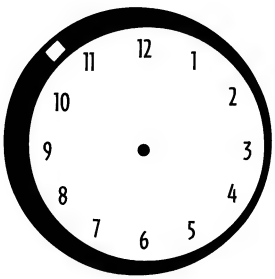
Every afternoon Nadine goes for a swim at 4:00pm.



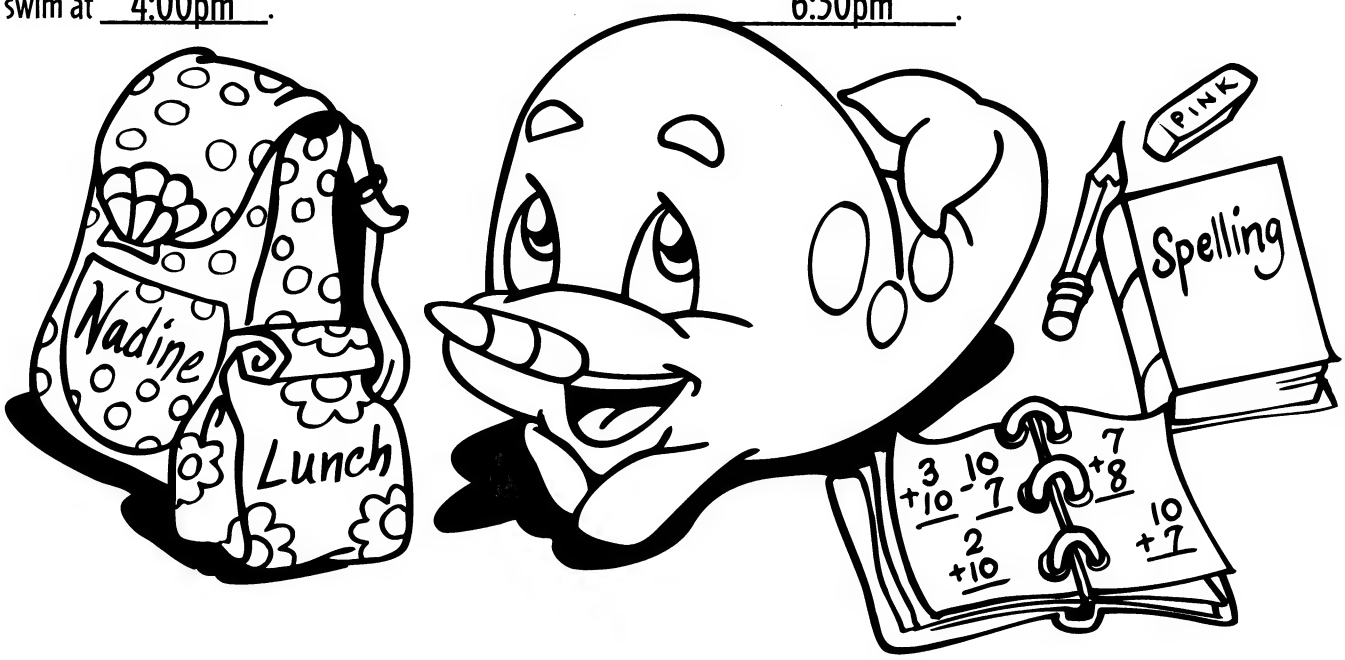
At half past five, Nadine has dinner.



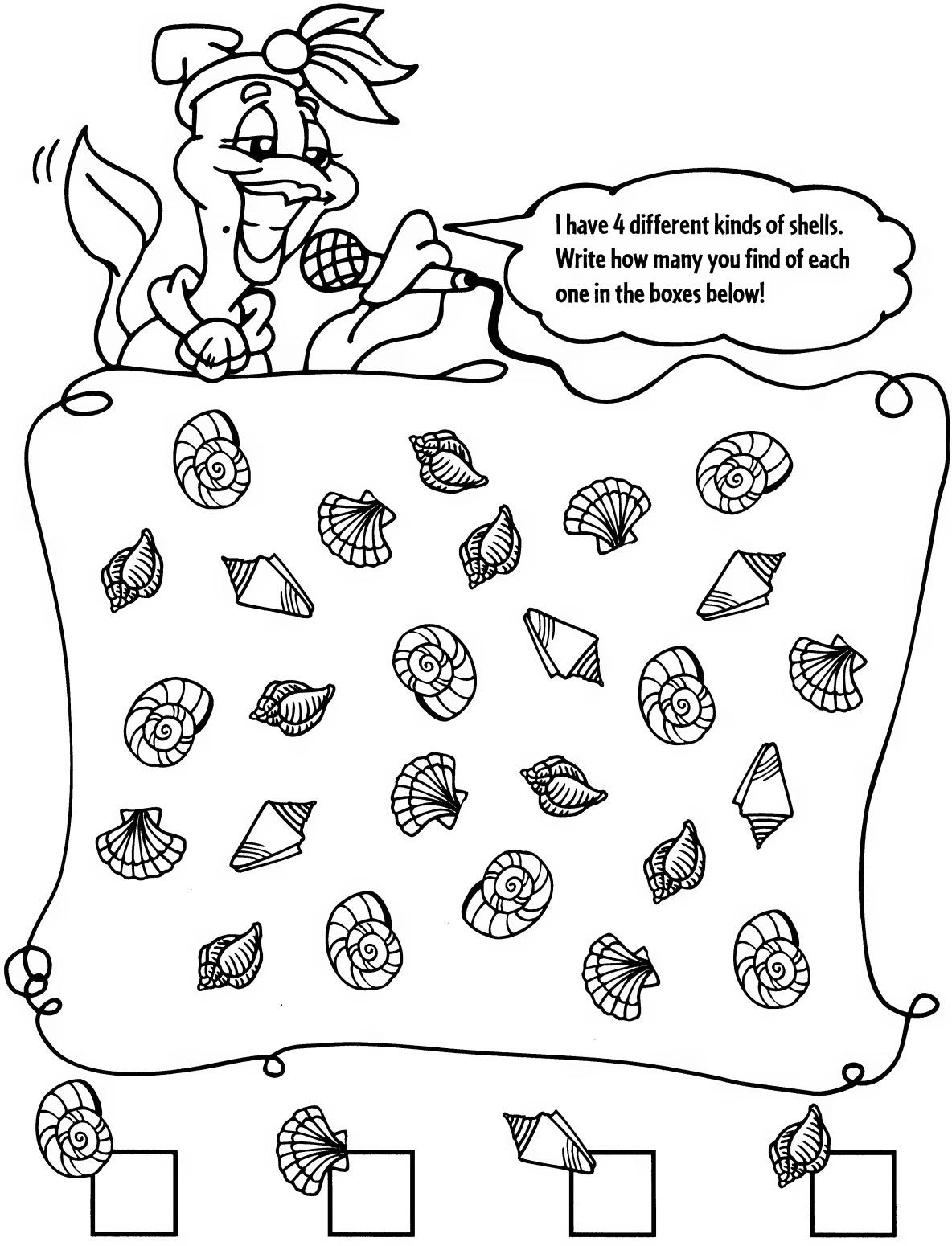
Nadine does homework at 6:30pm.



Bedtime for Nadine is at 8:15pm.



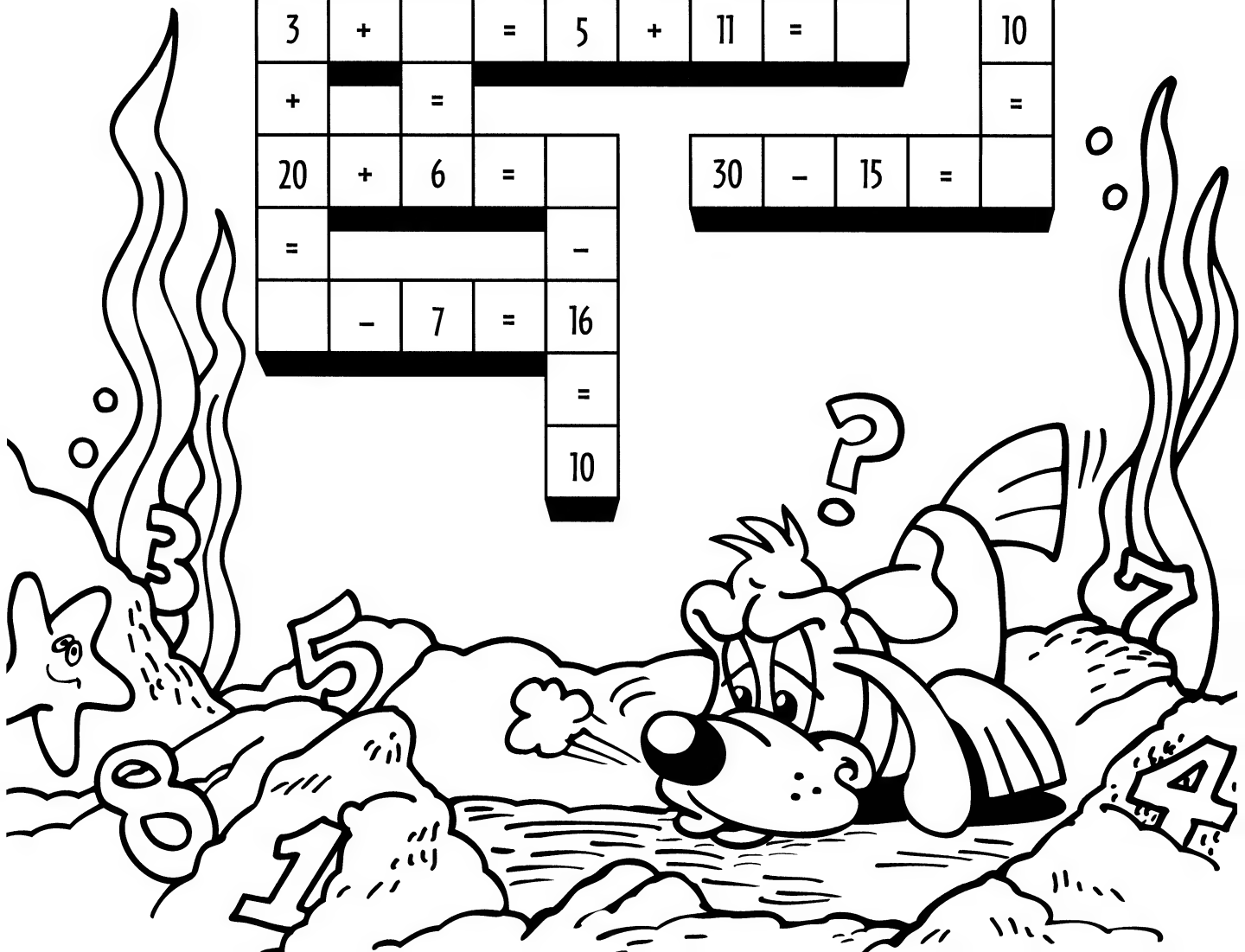
ROSY PEARL'S SHELL SHOW!



HELP OLD SOGGY

Sniff out the missing numbers!

4	+		=	7				8				
−				−				+				
		4			+	6	=	8	−	5	=	
=		+		=				=		+		
3	+		=	5	+	11	=			10		
+		=								=		
20	+	6	=		30	−	15	=				
=				−								
	−	7	=	16								
				=								
				10								



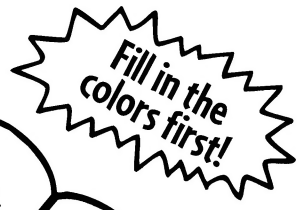
For 2 or more players.

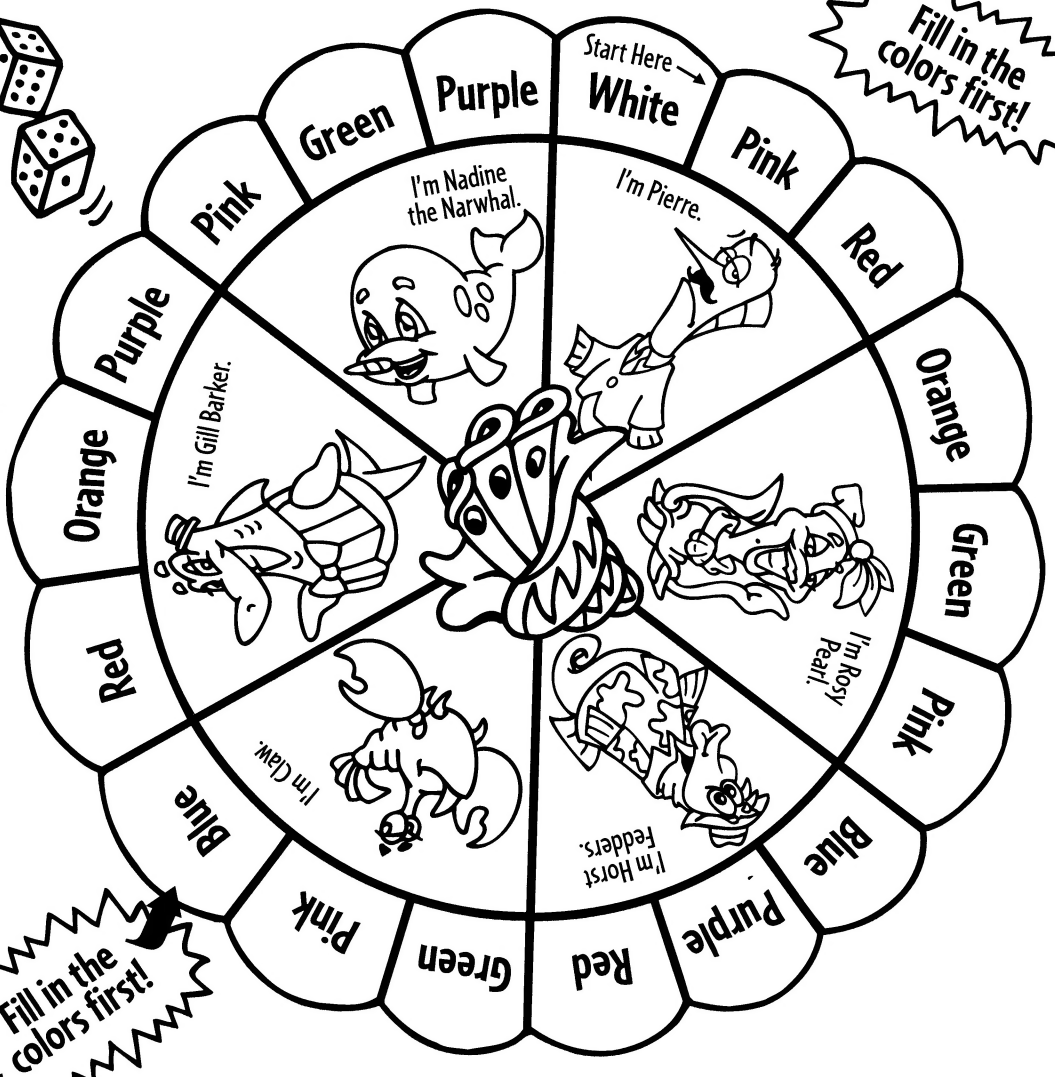
"I DID IT!"

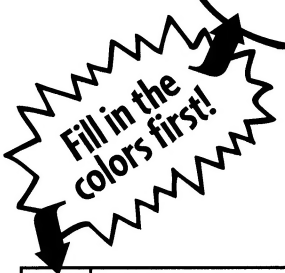
Role playing game.

Roll the dice and find out how many spaces to move. Move around the board clockwise. Whichever suspect's space you land in—you become that suspect and must say, "I am (suspect's name) and I didn't take the conch shell because (make up an alibi)." Then you must follow the color command. Every time you land on a space you must remember all the previous color commands and perform them before performing the new command. A player who forgets to perform all of his or her commands is out. The last player remaining is the winner!

Begin on White.







Pink	Do one sommersault.	Orange	Do five jumping jacks counting backwards.	Blue	Hop on one foot seven times.
Red	Give each player a high five.	Green	Bend down and touch your toes three times.	Purple	Bow two times to each player.
		White	Pat your head and rub your tummy.		

LET THE FESTIVAL BEGIN!

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